Meeting Minutes

**Time of Meeting** 11am

**Date of Meeting** 22nd November 2018

**Present** Rob Kurta, Alixander Roden

# What went well in the previous sprint?

* There were a lot of problems with the previous sprint, the only thing that can be taken from the previous sprint is the game idea was refined more, I know now that the best way to produce the game is as a 2D platformer, rather than a 3D or 2D top down environment

# What went wrong in the previous sprint?

* Project has now been changed to a solo project, the previous group members decided they no longer wanted to work as a team
* No tasks were completed on Jira because of this
* Time was wasted working on a prototype of a game for Unreal Engine, when there was no idea of what the game was supposed to be

# What tasks are set for the current sprint?

* As a programmer I need to create a player controller
* As a programmer I need to create a tileset for the platforms
* As a programmer I need to create a level containing a player controller/tilemap/background/spawnable items
* As a programmer I need to create 3 collectable items
* As a programmer I need to script the spawning of the 3 items
* As a project manager I need to write the meeting notes for this week
* As a designer I need to perform a competitor analysis
* As a designer I need to identify how I will keep the player interested in the game
* As a designer I need to identify how the game will scale over time
* As a designer I need to identify the games’ purpose
* As a designer I need to identify the games’ psycographic/target market
* As a project manager I need to identify the project timeline
* As a project manager I need to determine the MVP
* As a programmer I need to implement scoring and rounds
* As a programmer I need to build and test the prototype
* As a programmer I need to script actions occurring when items are collected

# What tasks were completed in the previous sprint?

* The feasibility of creating a prototype in Unreal Engine was investigated. The 2D features of Unreal Engine are now quite outdated and overkill for this project
* A mock-up of the game was created, however this is no longer suitable for the direction of my game
* There was various programming tasks that were completed in the production of the mockup or prototype. This were mostly to make myself familiar with Unreal Blueprints, however this is no longer needed

# Any other details (Feedback / Reports)

* Rob went over quite a few details of the marking process for this assignment and stressed the importance of regularity of conduct.
* I was given multiple resources to consult such as Scott Kim on Puzzle Design